

TASPRINT

PLUS THREE

THE STYLE WRITER

A TASMAN SOFTWARE PROGRAM

FOR THE ZX SPECTRUM PLUS THREE

TASPRINT PLUS THREE

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1. Introduction

TASPRINT PLUS THREE gives users of the ZX Spectrum +3 the option of printing in different print styles on dot matrix printers when using TASWORD PLUS THREE. Each print style is referred to as a font. The TASPRINT disc contains twenty-five fonts. The TASPRINT disc also includes a font editor. This allows existing fonts to be modified or entirely new fonts to be designed.

TASPRINT produces characters in a range of heights. The width of each character may be greater or less than normal depending upon the graphics capability of the printer.

Before using TASPRINT you must run the configuring program, TPCONFIG, to specify information about your make and model of printer. You must also create a disc containing your working copy of TASWORD **and** TASPRINT. These procedures are described in section 3.

TASPRINT is a memory resident program which is loaded at the same time as TASWORD. Section 4 describes the procedure for loading and running TASPRINT.

Section 5 describes how to use TASPRINT with TASWORD.

Section 6 describes TPFED, the TASPRINT font editor.

2. The TASPRI NT disc

The TASPRI NT disc includes the following files:

- TASPRI NT.BIN** The TASPRI NT program. This is a memory resident program loaded at the same time as TASWORD.
- TPDATA.BIN** This contains the data which is specific to the make and model of printer being used. This data file is modified by running the TPCONFIG program. Any disc containing TASPRI NT must also contain the TPDATA.BIN file.
- TPFONTS.BIN** This file determines which font is invoked by each of the TASPRI NT printer control characters. It is modified by running TPFONTS (see Appendix 3). Any disc containing TASPRI NT must also include this data file.
- TPFONTS** This program is run to modify the TPFONTS.BIN file. It allows you to alter the font turned on by each of the TASPRI NT printer control characters.
- TPCONFIG** The configuring program. This must be run before using TASPRI NT. It amends the TPDATA.BIN file which holds the information about the printer in use.
- TPFED** The loading program for the font editor.
- FED.BIN** The TASPRI NT font editor. This can be used to change the characters in existing fonts or to create entirely new fonts.
- DEMO.TXT** A demonstration TASWORD text file which may be loaded into TASWORD. It demonstrates the use of the TASPRI NT printer control characters.
- CALENDAR.88** Another demonstration TASWORD text file. This can be loaded into TASWORD and printed to produce a calendar for 1988.
- READ.ME** This file contains additional information about the program which supplements this manual. View this file by loading it into TASWORD as you would with any other TASWORD text file.

- TC2.BIN** Any versions of TASWORD PLUS THREE earlier than version 2.00 must be modified in order to run TASPRI NT PLUS THREE. The TC2.BIN file allows versions of TASWORD prior to version 2.00 to be used with TASPRI NT. To merge this file with TASWORD, or to determine your version number of TASWORD, consult Appendix 2.
- TPTRANS** This is used to copy the necessary files from the TASPRI NT disc to the disc containing TASWORD.

In addition the disc contains 25 font files, one for each font. The names of all these files are terminated with the letters FNT. These files contain numeric data which is used to construct the pattern for each character in the font.

3. Preparation

The following steps, which are described in detail in the following subsections, should be carried out to create a program disc that contains both TASWORD and TASPRT.

- (1) Format a blank disc.
- (2) Save your working version of TASWORD onto the newly formatted disc.
- (3) Run the configuring program, TPCONFIG on the TASPRT disc, to specify information about your make and model of printer.
- (4) Run the transfer program, TPTRANS on the TASPRT disc, to copy the necessary TASPRT files onto the disc containing TASWORD.

3.1 Formatting a Disc

To format a blank disc, place the disc in the drive and type:

FORMAT "A:"

and press **ENTER**. It is a good idea to repeat the process for the other side of the disc.

3.2 Copying Tasword

Load your working copy of TASWORD and use the 'Save Tasword' option (detailed on page 10 of the TASWORD manual) to save TASWORD onto the newly formatted blank disc.

IMPORTANT NOTE:

TASPRT will only run with version 2.00 or later of TASWORD PLUS THREE. If you have a version of TASWORD that is earlier than version 2.00 you must modify your TASWORD/TASPRT disc before proceeding onto section 3.3 by following the instructions in Appendix 2. Appendix 2 also details the procedure for determining the version number of your copy of TASWORD.

3.3 Configuring TASPRT

Before TASPRT can be used it must be configured for the make and model of printer attached to the computer. This is done by running the configuring program which is supplied on the TASPRT disc. The configuring program is called TPCONFIG. The configuring program amends a data file called TPDATA.BIN which contains information about the specified printer. TASPRT reads this data file whenever it is loaded.

To run the configuring program, reset the computer and select +3 BASIC. Insert the TASPRT disc into the drive and type:

LOAD "TPCONFIG"

and press **ENTER**. The configuring program then loads and the screen shows information concerning the printer for which the program is currently configured. Do NOT remove the disc from the drive.

Press any key to continue. The screen displays the first of three lists of printers. If your model of printer appears on the list then press the appropriate key and then **ENTER** to confirm your choice. Press key **2** or key **3** to display the second and third printer lists.

If your make and model of printer does not appear on the printer selection lists then refer to Appendix 1.

When a printer has been selected the program displays the relevant data on screen. Press any key to continue.

The configuring program then asks whether your printer requires just a carriage return code at the end of each line or both a carriage return code and a linefeed code. Press **A** or **B** to choose the option which matches your printer. If in doubt select option B. If, when you use TASPRT, a blank line appears though the middle of the text then run the configuring program again and choose option A.

The configuring program then finishes by accessing the disc to write out the data for your specified printer.

The configuring program does not need to be run again unless you accidentally delete the TPDATA.BIN file or if you change your printer.

3.4 Running the Transfer Program

In this final step the necessary TASPRT files are copied from your TASPRT disc onto the disc containing TASWORD that you created in section 3.2.

With your original TASPRT disc in the drive type:

LOAD "TPTRANS"

and press **ENTER**. Follow the prompts that appear on the screen to copy the required TASPRT files onto your newly created TASWORD/TASPRT disc.

Once completed, the TASWORD/TASPRT disc should include the following:

The TASWORD program files (RUN, TC1.BIN, TC2.BIN, TC3.BIN, TASTABLE.BIN)
TASPRT.BIN
TPFONTS .BIN
TPDATA .BIN
The font files — all terminated with the extension .FNT

4. Loading and Running TASPRT

TASPRT is a memory resident program which is always used in conjunction with TASWORD. TASPRT intercepts the characters that TASWORD sends to the printer. When TASPRT is instructed to print in a particular font it sends the character pattern for the intercepted character to the printer instead of the character itself.

TASPRT is loaded at the same time as TASWORD. When TASWORD loads it also searches for the TASPRT program. If TASPRT is found on the disc then it is loaded automatically. No separate loading procedure is required.

To load TASPRT and TASWORD you simply load TASWORD in the usual manner. Reset the computer and select +3 BASIC. Insert your TASWORD/TASPRT disc into the drive. Type:

LOAD "RUN"

and press **ENTER**. TASPRT is automatically loaded into memory when TASWORD loads. When TASPRT loads it reads the files TPDATA.BIN and TPFONTS.BIN from the disc. These files must, therefore, always be present on the same disc as TASPRT.

Loading TASPRT reduces the amount of memory available for TASWORD text files from 63K to 47K.

A TASWORD/TASPRT disc created by following the procedure described in section 3 has very little free space for saving text files. You can create space by deleting fonts that you do not wish to use. Alternatively you can save your text files onto another disc. The TASWORD/TASPRT disc **MUST** be in the drive when printing in the TASPRT fonts — if the program cannot find the font files then a prompt appears on the screen asking you to insert your disc containing the font files.

5. Using TASPRT with TASWORD PLUS THREE

TASPRT is controlled from within TASWORD by typing the TASPRT printer control characters into the text. The TASPRT printer control characters take the format of an exclamation mark followed by a letter. For example, **!P** instructs the program to start printing in the ROMAN font.

The upper case letters **A** to **Z** are used to switch the TASPRT fonts on. One character, **z**, is used to switch TASPRT off.

Each of the TASPRT printer control characters may print as a space, two spaces, or take up no room at all. The space taken by control characters is controlled by typing an exclamation mark followed by a **0**, **1**, or **2**. If **!1** is placed in the text all following printer control characters are printed as one space.

If one of the printer control characters **A** to **Z** is used to switch from normal printing to TASPRT printing then **TASPRT is turned on from the beginning of the line containing the printer control character**. Subsequent TASPRT printer control characters take effect from their position in the line.

The **!z** printer control character turns TASPRT off and causes the printer to revert to normal printing **from the BEGINNING of the line containing the !z control character**. To print a single line in a TASPRT font it is, therefore, necessary to insert a TASPRT ON control character in the line that is to be printed using TASPRT and to insert the **!z** TASPRT OFF character on the following line. If a line contains both a TASPRT ON character and the TASPRT OFF character then the line is printed normally and not in a TASPRT font.

The font that is selected by a particular control character is specified by the contents of the file TPFONTS.BIN. Appendix 3 describes this file and explains how it may be changed. As supplied, the TASPRINT disc selects each of the fonts using the following characters.

!A Anglican	!N Ranchero
!B <i>Artwork</i>	!O <i>Roman italic</i>
!C Block	!P Roman
!D BREKER	!Q <i>Scroll</i>
!E Broadway	!R <i>Slimline italic</i>
!F <i>Cloister</i>	!S Slimline
!G Compacta	!T Supastar
!H DATAAUN	!U <i>Typerite italic</i>
!I <i>Heraldic</i>	!V Typerite
!J Lectura	!W Upright bold
!K Median	!X <i>Upright italic</i>
!L <i>Outline</i>	!Y Upright
!M <i>Palace</i>	

There are several special printer control characters which affect the TASPRINT output. The special printer control characters are listed below:

!u Underlining ON	!v Underlining OFF
!i Inverse ON	!j Inverse OFF
!p Proportional spacing ON	!q Proportional spacing OFF
!b Boxing ON	!a Boxing OFF
!d Double Height ON	!h Double Height OFF
!g Graphics line spacing ON	!n Graphics line spacing OFF
!c Centering ON	!l Centering OFF
!s Double strike ON	!t Double strike OFF
!e Enlarged ON	!f Enlarged OFF
!m Meshing ON	!o Meshing OFF
	!z TASPRINT OFF

The enlarged, double-strike, double-height, centering and meshing control characters affect the entire line in which they are placed. They turn the specified function on or off from the BEGINNING of the line in which they are placed. The remaining special printer control characters take effect from their position in the line.

The underlining and boxing printer control characters have no effect with printers that only have a seven pin print head.

When **ENLARGED** printing is turned on the characters are printed at twice the normal width. Enlarged printing cannot be carried out on printers that have a single density graphics mode only.

If **DOUBLE STRIKE** printing is turned on then the print head repeats each pass across the paper width to give a darker print. Double strike printing cannot be performed on printers which require a carriage return only at the end of each line.

PROPORTIONAL spacing gives a more pleasing effect by closing the spaces between each character. If you use proportional spacing you should note that you cannot maintain right justification.

DOUBLE HEIGHT characters are also double width. The largest characters you can print with TASPRINT are double the height of the 'normal' TASPRINT output, approximately 8 times the height of the normal printer characters.

If **GRAPHICS LINE SPACING** is selected then there is no gap between full height TASPRINT characters in adjacent lines. This facility is provided for the specialist application of printing logos or letter headings which are taller than a single TASPRINT line. It may also be used when printing several lines in reverse print (white characters on a black background) to prevent gaps occurring between each line of text.

If **MESHING** is turned on then the second pass of the print head prints dots between those printed on the first pass. Meshing reduces the character size to approximately that of normal dot matrix output. Using meshing with double strike printing can produce high quality print at approximately the same height as normal dot matrix output. Meshing is not possible with printers that cannot perform a sufficiently small linefeed.

REVERSED printing produces white lettering on a black background.

CENTERING centres the text on the paper. This command takes effect from the BEGINNING of the line on which it is typed and affects all subsequent lines until centering is turned off. The **!!** command turns centering off. Note that this command also takes effect from the BEGINNING of the line on which it is typed. If the centering on and centering off commands are thus typed on the same line then there is no effect. To centre a single line you must type the centering off command on the line after that which is to be centred.

The effect of the TASPRT control characters is illustrated in the sample of printing reproduced below. The text for this demonstration is supplied as a TASWORD text file on the TASPRT disc. This text file is called DEMO.TXT. First time users of TASPRT are recommended to load this demonstration file and to study the use of the TASPRT control characters.

If the following text is sent to the printer

```
This line will print normally
!P
Switch into the Roman font
change to!TSupastar and then to!BArtwork
Turn!u underlining on!vand then off
Demonstrate!iinverse!jand!bboxing!a
and change to!YUpright!O
!pProportional spacing on
!qProrortional spacing off
!EChange to Broadway for
!dDouble Height
!hand back to normal
!PChange the font to Roman again
!mdemonstrate the effect of meshing
!Qand show the effect of meshing on Scroll
!zTasprint is turned off in this final line
```

then it prints as:

This line will print normally

```
Switch into the Roman font
change to Supastar and then to Artwork
Turn underlining on and then off
Demonstrate inverse and boxing
and change to Upright
Proprtional spacing on
Proportional spacing off
Change to Broadway for
Double Height
and back to normal
Change the font to Roman again
demonstrate the effect of meshing
and show the effect of meshing on
Scroll
Tasprint is turned off in this final line
```

Note that changing the font in a line increases the time taken to print that line.

The number of TASPRT characters that can be printed on a line will vary. This is determined by the character width of the font and the number of dots that the printer can print on a line in its bit image printing mode. The fonts supplied on the TASPRT disc are either 10, 12 or 16 pixels wide. The number of characters you can print on one line is thus equal to the number of dots printed in the double density bit image printing mode (usually 960) divided by the pixel width of the font. If the double density bit image printing mode prints 960 dots on a line then a maximum number of 96, 80 or 60 TASPRT characters may be printed on each line depending on the font in use. Any characters beyond the maximum number allowed on a single line are lost.

The width of each font is specified in Appendix 4. Turning proportional spacing on using the !p character can increase the number of characters that may be printed on a single line, but loses right justification.

Note that each of the TASPRINT fonts only includes the ASCII characters with codes 32-127. None of the fonts incorporates any of the TASWORD PLUS THREE second character set characters — any second character set characters are printed as a space when using TASPRINT.

6. The TASPRINT Font Editor

The TASPRINT font editor may be used to change existing fonts or to create entirely new fonts. Personalised letter headings and logos may also be created using the font editor.

The font editor is supplied on the TASPRINT disc with the name TPFED. To load the font editor, reset the computer, select +3 BASIC, and type:

LOAD "TPFED"

and press the **ENTER** key.

The main part of the display shows a 16 by 16 grid. This grid is an enlargement of one of the characters in the font.

Along the bottom of the display are seven high resolution representations of characters from the font. These give a close approximation to the appearance of the character when it is printed using TASPRINT. The centre character is the current character. Above the high resolution characters can be displayed either the ASCII code of the character or the ASCII character itself.

The remainder of this section lists and describes the editor commands.

← ↑ ↓ → **move cursor**

The cursor keys move the cursor about the grid.

ENTER plot pixel

The **ENTER** key sets the pixel underneath the cursor to on.

SPACE BAR invert pixel

The **SPACE BAR** key inverts the pixel underneath the cursor: if it was on it is changed to off and *vice versa*.

EXTEND MODE clear pixel

The **EXTEND MODE** key clears the pixel underneath the cursor to off.

U scroll up

D scroll down

L scroll left

R scroll right

All the scroll keys have a wrap-round effect: the column or row moving off the grid appears on the opposite side.

M mirror grid

The **M** key mirrors the entire grid about the vertical axis.

F flip grid

The **F** key exchanges the top row of pixels with the bottom and so on.

I invert grid

Pixels that are set are cleared and *vice versa*.

C clear grid

The **C** key clears every pixel in the grid.

SYMBOL SHIFT — column command

If one of the above grid commands is executed with the **SYMBOL SHIFT** key held down then the action is only carried out on the current column.

CAPS SHIFT — row command

If one of the above grid commands is executed with the **CAPS SHIFT** key held down then the action is only carried out on the current row.

J load font

The **J** command loads a font from disc. The program displays a list of the font files on the disc. Type in the name of the required font and press the **ENTER** key.

S save font

The **S** command saves a font to disc. A list of fonts on the disc is displayed. Type a name and press the **ENTER** key. If you type a name of a font that is already on the disc then the font on the disc is overwritten. Note that the font name must be terminated with the extension .FNT.

V view font

This command displays the entire font on the screen. This command is useful for obtaining an overview of font design in progress. It is invaluable for checking the appearance of a logo that consists of a sequence of several adjacent character patterns.

Q quit editor

This command exits from the editor to BASIC. If the current font has not been saved then any changes will be lost. The program asks for confirmation before executing this command.

_ clear entire font

This command (**SYMBOL SHIFT** and **0**) clears the entire font. Every character pattern becomes blank. The program asks for confirmation before executing this command.

DELETE delete row

The **DELETE** key deletes the current row. All the rows beneath the cursor move up and the bottom row becomes blank.

GRAPH insert row

The **GRAPH** key inserts a blank row at the row containing the cursor. All rows below the cursor move down and the bottom row is lost.

CAPS LOCK delete column

The **CAPS LOCK** key deletes the current column. All columns to the right of the cursor move left and the rightmost column is cleared.

EDIT insert column

The **EDIT** key inserts a blank column at the cursor column. All columns to the right move right and the rightmost column is lost.

B copy a block of characters

The **B** key copies a single character or block of characters to different places in the font. When **B** is pressed the editor asks for three numbers before performing the copy. These are the ASCII codes for the first character in the block, the last character in the block, and the start position where the block is to be copied to. For example, to copy the character with code 42 to character 126 the following numbers are entered:

First char: 42 Last: 42 Copy to: 126

To copy the block of characters with codes 65 to 91 inclusive to a position beginning character 120:

First char: 65 Last: 91 Copy to: 120

W change width

TASPRINT fonts may be 8, 10, 12, 14, or 16 pixels wide. When a font is loaded the width of the editor is automatically adjusted to the font width. It is possible to change the current font width by pressing **W** and typing in a new width. It is not advisable to alter the width of an existing font. This facility is mainly provided to allow a new font width to be selected before beginning the design of a totally new font.

T toggle character display

It is possible to display either the ASCII values or the ASCII characters above the seven high resolution characters. The **T** key toggles between these two options.

" edit next character

The " key moves the editor on to the next character in the character set.

; edit previous character

The ; key moves the editor to the previous character.

+ fast forward through character set

The + key moves the editor forward sixteen characters.

- fast back through character set

The - key moves the editor back sixteen characters.

Appendix 1 – Configuring TASPRINT for printers not on the list

If your make and model of printer does not appear on one of the three TASPRINT printer selection lists, then it is likely that the program will work if a similar printer on the list is selected. If a printer on one of the lists is the same make, but a different model, then select this printer and try running TASPRINT. If this does not work, or if there is no printer from the same manufacturer as your printer, then it is worth trying the Epson FX-80 option. If this option fails, then the option on the printer selection screen:

Press * to define some other printer

should be selected. The program then asks for the following information concerning your printer. This information can be obtained from your printer manual. The codes must be typed in as DECIMAL values, i.e. 27 for ESC etc. Where a sequence of numbers is required press **ENTER** after typing each number and press **ENTER** for a second time to terminate the sequence.

- (1) The sequence for graphics line spacing. This is the control code sequence that adjusts the distance the paper is moved after each line is printed so that there is no gap between the bottom dot of one line and the top dot of the next line. This is the sequence of codes that sets the line spacing to $\frac{1}{72}$ of an inch.
- (2) The sequence for normal ($\frac{1}{6}$ th of an inch) line spacing.
- (3) The sequence of codes for single density bit image (graphics) printing and the number of dots per line. On many printers this code sequence is:
$$27 \ 75 \ n1 \ n2$$
where $n1$ and $n2$ specify the number of bytes of data (number of bytes = the number of dots per line).
 $n2 =$ the number of bytes (480) divided by 256, e.g. $480/256 = 1$
 $n1 =$ the number of bytes minus the value of $n2 \times 256$, e.g.
$$480 - (1 \times 256) = 224$$
- (4) The sequence of codes for double density bit image (graphics) printing and the number of dots per line. On many printers this code sequence is:
$$27 \ 76 \ n1 \ n2$$
where $n1$ and $n2$ specify the number of bytes (see (3))
- (5) The sequence for intra mesh line spacing. This is the sequence of codes that sets the linefeed to $\frac{1}{216}$ or $\frac{1}{144}$ of an inch.

- (6) The sequence of codes for mesh pass line spacing. On a printer with a graphics line spacing of $\frac{7}{72}$ ($= \frac{21}{216}$) of an inch with two $\frac{1}{216}$ inch mesh passes, the required linefeed would be $\frac{19}{216}$ of an inch.
- (7) Number of pins in the print head. The allowed values are either 7 or 8. Nine pin printers only use 8 pins in graphics mode. If you have a 24 pin printer you should also enter a value of 8: 24 pin printers use blocks of three pins as a normal dot matrix uses 1.
- (8) Whether the Least Significant Bit (LSB) is at the bottom or the top of the print-head. Press the **SPACE BAR** to toggle between 'bottom' and 'top'.
- (9) Printer name. Enter the new printer name.

Appendix 2 — Using earlier versions of TASWORD with TASPRTINT

Versions of TASWORD earlier than 2.00 cannot be used with TASPRTINT. If your copy of TASWORD is earlier than version 2.00 then you must follow the procedure detailed below to create a copy of the program that can be used with TASPRTINT.

To determine your program version number, load TASWORD and select the B option (into BASIC) from the TASWORD menu. The version number is shown in line 1 of the TASWORD BASIC program.

If your copy of TASWORD is earlier than version 2.00 then you must replace the program file TC2.BIN on the TASWORD disc with the modified version of TC2.BIN supplied on the TASPRTINT disc.

1. Reset the computer and select +3 BASIC.
2. Insert your working TASWORD disc and type:

ERASE "TC2.BIN"

and press **ENTER**.

3. Insert the TASPRTINT disc into the drive. Type:

CLEAR 29999

and press **ENTER**. Type:

LOAD "TC2.BIN"CODE 30000

and press **ENTER**. Remove the TASPRTINT disc and place your TASWORD disc in the drive. Type:

SAVE "TC2.BIN"CODE 30000,14000

and press **ENTER**. The modified TASWORD can now be used with TASPRTINT.

Appendix 3 — The TPFONTS file

TASPRINT has 26 font selection characters. These are the letters **A** to **Z**. The letter **z** turns TASPRINT off. The TASPRINT printer control characters are an exclamation mark followed immediately by a character which chooses the font. For example, **!P** invokes the Roman font.

TASPRINT is supplied with 25 fonts. Each TASPRINT printer control character selects one of the fonts on disc.

By running the program TPFONTS it is possible to redefine the font selection characters to correspond to a different, or entirely new, font. You may wish to do this if you create a new font using the TASPRINT font editor. To run TPFONTS, reset the computer and select +3 BASIC. Insert the TASPRINT disc and type:

LOAD "TPFONTS"

and press **ENTER**. The TPFONTS program will then read in the current data from the TPFONTS.BIN file. The program displays which font selection character corresponds to each font as shown below:

A	ANGLICAN.FNT	N	RANCHERO.FNT
B	ARTWORK.FNT	O	ROMANIT.FNT
C	BLOCK.FNT	P	ROMAN.FNT
D	BREAKER.FNT	Q	SCROLL.FNT
E	BROADWAY.FNT	R	SLIMIT.FNT
F	CLOISTER.FNT	S	SLIMLINE.FNT
G	COMPACTA.FNT	T	SUPASTAR.FNT
H	DATARUN.FNT	U	TYPEIT.FNT
I	HERALDIC.FNT	V	TYPERITE.FNT
J	LECTURA.FNT	W	UPBOLD.FNT
K	MEDIAN.FNT	X	UPIT.FNT
L	OUTLINE.FNT	Y	UPRIGHT.FNT
M	PALACE.FNT	Z	

You are asked to type a character to modify a font selection character, or to press **ENTER** to save the data as it is. To change the font corresponding to a font selection character, first press the character which you would like to modify (A-Z), then type the name of the font you wish to correspond to the font selection character.

Please note a font name must end with the extension .FNT in order for it to be recognised by TASPRINT.

Pressing the **ENTER** key after modifying the selection characters saves the amended data to disc. You must now copy the amended TPDATA.BIN file onto your working TASWORD/TASPRINT disc.

Reset the computer, select +3 BASIC and insert the TASPRINT disc into the drive. Type:

COPY "A:TPFONTS.BIN" TO "B:"

and press **ENTER**. Follow the screen prompts carefully inserting the TASPRINT disc for drive A and your working TASWORD/TASPRINT disc for drive B. The old TPFONTS.BIN file on the TASWORD disc (now named TPFONTS.BAK) can be erased using the ERASE command.

Appendix 4 — The TASPRINT fonts

The table below lists the 25 fonts supplied on the TASPRINT disc. The left hand column is the name of the font file on disc. This is the name that must be used in the TPFONTS file. The right hand column gives the pixel width of the font.

ROMAN	ROMAN	16
RANCHERO	RANCHERO	10
<i>SCROLL</i>	<i>SCROLL</i>	16
SLIMLINE	SLIMLINE	16
TYPERITE	TYPERITE	16
ANGLICAN	ANGLICAN	16
TYPERITE ITALICS	TYPEIT	16
UPRIGHT	UPRIGHT	16
HERALDIC	HERALDIC	16
UPRIGHT BOLD	UPBOLD	16
ARTWORK	ARTWORK	16
PAYALE	PAYALE	10
BROADWAY	BROADWAY	16
MEDIAN	MEDIAN	10
SUPASTAR	SUPASTAR	16
COMPACTA	COMPACTA	10
LECTURA	LECTURA	10
OUTLINE	OUTLINE	12
BREKER	BREKER	10
BLOCK	BLOCK	16
DATARAJI	DATARAJI	10
SLIMLINE ITALICS	SLIMIT	16
GEORGETON	GEORGETON	16
ROMAN ITALICS	ROMIT	16
UPRIGHT ITALICS	UPIT	16